Myth ADVENTURES!

WACKY GRAPHICS 4

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"There We Were Justa Walkin' down the Street, Singin'..."

... DOO-WA-DIDDY-DIDDY-DUM-DIDDY-DOO...

SHHH! PEOPLE ARE STARING AT US, *AAHZ!*

GOOD. THEY'RE **SUPPOSED** TO BE STARING AT US.

I STILL DON'T SEE WHY ***I'VE*** GOT TO BE THE GIRL.

WE WENT THROUGH THAT — YOU WALK MORE LIKE A GIRL THAN I DO!

WELL, I DON'T THINK I WALK LIKE A GIRL AT ALL!

LET'S JUST SAY I WALK ***LESS*** LIKE A GIRL THAN YOU DO!

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WELL... COULDN'T WE TRAVEL BY LESS CROWDED STREETS?

C'MON, KID, NOBODY'S GONNA KNOW YOU WHEN YOU'RE DISGUISED...

...BESIDES, YOU DON'T EVEN *KNOW* ANYBODY IN THIS TOWN.

DOCK'S

I JUST DON'T LIKE IT, THAT'S ALL.

TOO BAD. BEING SEEN IS PART OF OUR DEAL WITH *FRUMPLE*. IF YOU HAD ANY OBJECTIONS YOU SHOULD'VE RAISED THEM BEFORE WE CLOSED THE DEAL.

I DIDN'T KNOW **THIS** WAS INCLUD-ED IN THE DEAL!!!

ANY OTHER PROBLEMS?

WELL, YEAH... WHAT ARE WE DOING?

WHAT'VE YOU GOT? AMNESIA? WE'RE LAYING A FALSE TRAIL FOR...

NO, NO, I KNOW *THAT*. I MEAN WHY ARE WE DOING *FRUMPLE* A FAVOR INSTEAD OF JUST PAYING HIS PRICE?

YOU WOULDN'T ASK IF YOU'D EVER DEALT WITH A *DEVEEL* BEFORE. THEIR PRICES ARE SKY-HIGH, ESPECIALLY IF THEY KNOW THEIR CUSTOMERS ARE DESPERATE — LIKE US.

JUST BE THANKFUL WE GOT SUCH A GOOD DEAL.

THAT'S WHAT I MEAN. ARE YOU SURE THIS IS SUCH A GOOD DEAL?

WHAT *DO* YOU MEAN?

WELL, FROM WHAT I'VE BEEN TOLD...

...IF YOU THINK YOU'VE GOTTEN A GOOD DEAL FROM A DEVEEL...

...IT USUALLY MEANS YOU'VE OVER-LOOKED SOMETHING.

AND NATURALLY YOU SPEAK FROM A WIDE RANGE OF EXPERIENCE...

WHO TOLD YOU SO MUCH ABOUT DEALING WITH DEVEELS?

YOU DID.

UM.

A-HMMM.

YOU'RE RIGHT, KID. I MIGHT'VE BEEN A BIT HASTY.

SO WHAT DO WE DO?

WHAT?!!

SHADDAP.

WELL, NORMALLY I DEAL HONESTLY...

BUT SINCE THERE'S A GOOD CHANCE WE'RE BEING DOUBLE-CROSSED, START LOOKING FOR A PRIVATE PLACE WHERE WE CAN DROP THESE DISGUISES.

KNIVES

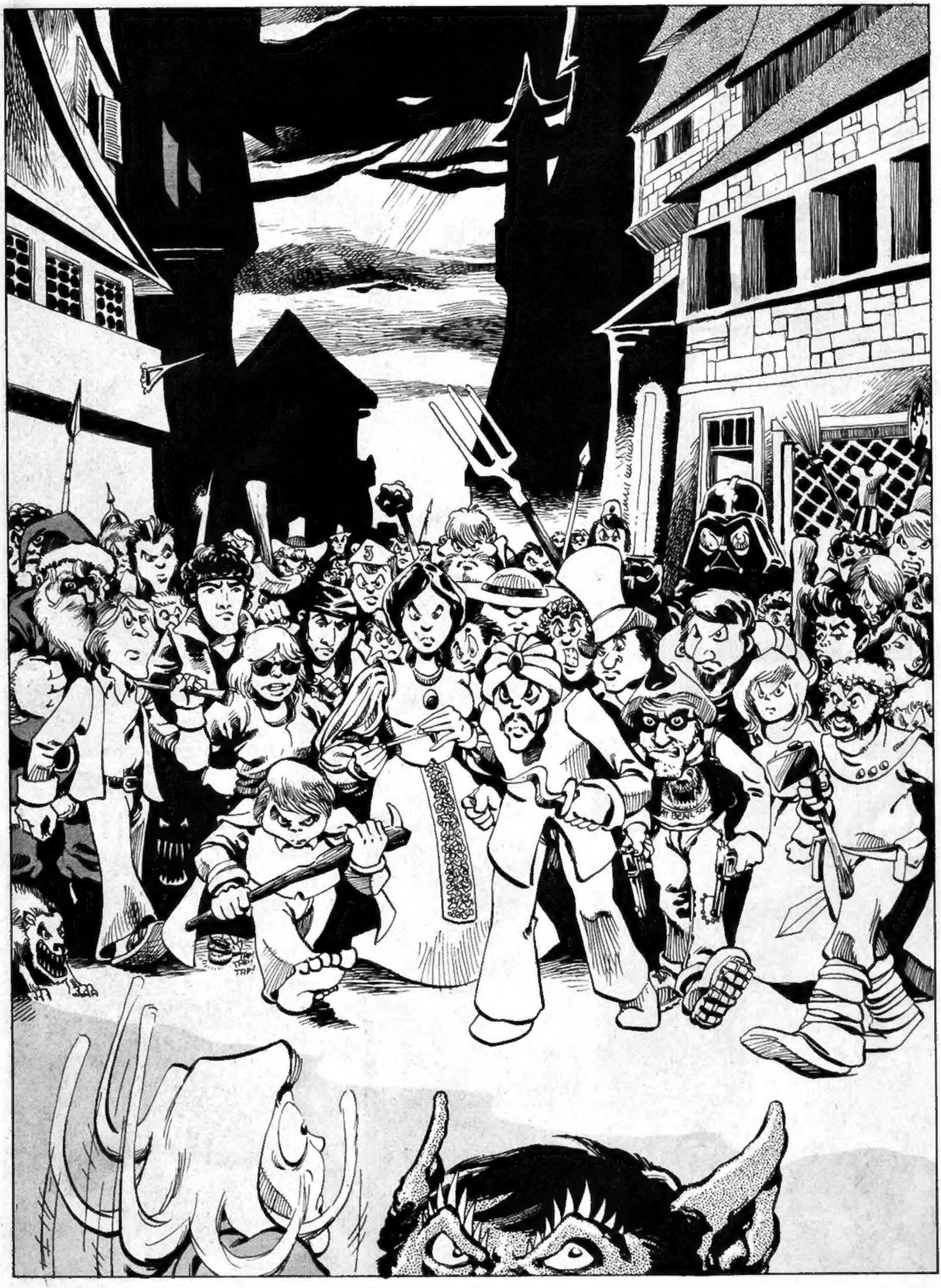
SALE

OKAY, I GOT A FEW POSSIBILITIES SPOTTED.

WELL, FORGET IT. START LOOKING FOR SOMEPLACE WIDE OPEN, WITH ALOT OF EXITS.

WHY THE CHANGE IN STRATEGY?

TAKE A LOOK OVER YOUR SHOULDER, CASUAL-LIKE.



AAHZ... WE'RE BEING FOLLOWED!!

HEY KID, I TOLD *YOU*, REMEMBER?

BUT WHY? WHAT DO THEY WANT?

I DON'T KNOW...

...BUT I'M WILLING TO BET IT HAS SOMETHING TO DO WITH THESE *DISGUISES*.

THEN WHY DON'T I JUST CHANGE US BA-*ACK*!!

BAD IDEA!

BAF!

I'D RATHER HAVE THEM MAD AT WHO THEY *THINK* WE ARE THAN HAVE 'EM FIND OUT WE'RE MAGICIANS.

SO WHAT *DO* WE DO?

WE KEEP WALKING —CALMLY— UNTIL WE FIND SOMEONE IN AUTHORITY WHO'LL GIVE US PROTECTION.

WE'LL BE OKAY AS LONG AS WE DON'T SHOW 'EM WE'RE SCARED.

BONK!

--OR WE CAN STOP *RIGHT* NOW AND FIND OUT WHAT THIS IS ALL ABOUT !!!!

NOW WHAT IS THE MEANING OF THIS?!!

WE WANT TO KNOW ABOUT OUR MONEY!

YEAH!

MONEY!

MONEY?

WHAT ABOUT YOUR MONEY?

OH NO YOU DON'T! YOU AINT ABOUT TO TALK YER WAY OUT OF IT THIS TIME!

THIS TIME?

THAT'S RIGHT — WE BEEN TOO PATIENT WITH YOU TWO — YOU SOLD ONE OF THEM ANTI-DEMON CHARMS TO NEAR EVERYONE IN TOWN! "MONEY IN ADVANCE," YOU SAID, AND WHEN WE CAUGHT YOU TRYIN' TO SNEAK OUTTA TOWN — TWICE MIND YOU — YOU EXPLAINED YOUR WAY OUTTA THAT!

CERTAINLY, CERTAINLY, JUST GIVE US A MOMENT TO CONFER...

WELL, YOU'RE REAL GOOD WITH EXPLANATIONS, BUT THREE DAYS AGO WE SAID: OUR CHARMS, OR OUR MONEY BACK IN TWO DAYS — OR ELSE!

AAHZ! THEY'RE GONNA LYNCH US! NOW WHAT DO WE DO?!

NOW WE RUN.

HUH?

THROUGH HERE, KID!!

ARE YOU SURE THAT'S...

C'MON!! DON'T ARGUE!!

HEY!! WHAT'RE YOU DOIN'...? WAIT!! WHERE'S MY MONEY YOU THIEF!?! I WANT...

NO WONDER THEY COULD AFFORD FRUMPLE'S FEE!!

AHHZ! THEY CHEATED THE WHOLE TOWN! EVERYBODY IS AFTER US!

MURPH! MARFLE-URFF!

RUNCH!

NOW WHAT?!

IF ONLY I HAD A WEAPON! ...ANY WEAPON!!

ALL YO'VE GOT IS THAT FIRE RING... AND YOU CANT BLUFF THEM WITH THAT!

THE RING!! THAT'S RIGHT!!

BUT YOU CAN'T BLUFF...

BLUFF? WHO SAID ANYTHING ABOUT BLUFF?

THE TIME IS 11:46 AND TEN SECONDS... BLEEP!

I DON'T BELIEVE IT... I BELIEVED BOTH A DEVEEL AND AN IMP!

SOMEBODY KICK ME!

LATER! I PROMISE!

AAHZ! LOOK! SOLDIERS! WE'RE SAVED!

BONK!

WELL IT'S... AK... ABOUT TIME!

DO YOU HAVE A PERMIT FOR THIS PARADE?

WHAT?!

LET ME HANDLE THIS, KID.

ARE YOU THE OFFICER-IN-CHARGE?

I AM.

EATS

WELL, SIR, IT SEEMS THESE... CITIZENS INTEND US BODILY HARM... A BLATANT DISREGARD FOR YOUR AUTHORITY...

....IFIMAYSAYSOSIR.

I SUPPOSE YOU'RE RIGHT... WE SHOULD TAKE A HAND IN THIS.

SERGEANT?

SAH!

WHO IS ON SOAPBOX DUTY THIS WEEK?

PRIVATE SHIFFMAN, SAH!

VERY GOOD.

PRIVATE SHIFFMAN!! FRONT AND CEN-TAH!

SIGH.

ALL RIGHT! YOU ALL KNOW THAT IT IS AGAINST THE LAW FOR CITIZENS TO INFLICT INJURIES UPON ONE ANOTHER.

GRRRRRRF

I KNOW, I KNOW, I DON'T LIKE IT EITHER. IF IT WERE UP TO ME YOU COULD PUMMEL EACH OTHER ALL DAY AND LET US DRINK IN PEACE.

BUT IT IS NOT UP TO ME!!!

THE LAW APPLIES TO ALL! US AS WELL AS YOU!

NO MAN CAN BE ABOVE THE LAW!

AND THE LAW SAYS THAT ONLY THE MILITARY CAN JUDGE, AND PUNISH, THE CITIZENRY!

WELL...

SO EVEN THOUGH I KNOW YOU'D LOVE TO BEAT THESE TWO TO A BLOODY PULP, WE CAN'T LET YOU DO IT!

....THEY MUST BE HANGED IN FULL ACCORDANCE WITH THE LAW.

WHAT?!

WELL, WHAT DID YOU EXPECT? IF YOU'D WANTED OUR HELP, YOU SHOULDN'T HAVE INCLUDED US ON YOUR LIST OF CUSTOMERS.

IF IT HAD BEEN UP TO US, WE'D HAVE STRUNG YOU UP A WEEK AGO! BUT THESE YOKELS GAVE YOU MORE TIME.

AH WELL... ANYBODY GOT A ROPE?

PSST, KID!

MORE ADVICE?

YEAH— WHEN THEY HANG YOU — ***FLY!*** YOU KNOW, LIKE I TAUGHT YOU!

THEY'D SHOOT ME DOWN!

NOT FLY AWAY, JUST HOVER AT THE END OF THE ROPE AND ***TWITCH.*** THEY'LL ***THINK*** YOU'RE HANGING.

BUT ***AAHZ!*** I CAN'T LEVITATE ***BOTH*** OUR BODIES... I'M NOT THAT GOOD YET!

YOU'RE WOBBLING, PRIVATE.

...AND KEEP UP MY DISGUISE!

IF THEY EVEN ***THINK*** WE'RE DEMONS THEY'LL BURN THE BODIES!

...***BOTH*** OF THEM!

NOT BOTH OF US... ***YOU!*** DON'T WORRY ABOUT ME!

BUT...

GOOD LUCK, KID!

SO FAR... SO GOOD. NOW HOW LONG DO I HAVE TO DO THIS?

THE LAW SAYS THEY'RE SUPPOSED TO HANG THERE TILL THEY ROT.

URK!

WELL I DON'T WANT THEM HANGING IN FRONT OF MY RESTAURANT!

WELL... WE COULD CUT THEM DOWN AT SUNSET...

SUNSET?! YOU'LL RUIN ME! I'VE ALREADY LOST THE LUNCH RUSH!

HMMM... WELL... IF IT MEANS THAT MUCH TO YOU FINANCIALLY...

OH-HO! I SEE! WELL HERE... A LITTLE SOMETHING FOR YOUR TROUBLES. WELL?

WELL I DO HAVE TO LOOK OUT FOR MY MEN...

TO THE PIT WITH YOU AND YOUR MEN! HERE! AND NOT ONE GROAT MORE!

MEN! CUT DOWN THAT CARRION AND HAUL IT OUT OF TOWN!

LEAVE IT AS A WARNING TO ALL THOSE WHO WOULD CHEAT THE CITIZENS OF TWIXT!

...WHO ISN'T AN OFFICER!

I WONDER HOW THEY DISPLAY BODIES AROUND HERE?

SIMPLE, BUT EFFICIENT.

I'D BETTER PLAY DEAD TILL THEY'RE GONE.

DUMP HERE

ARE YOU GOING TO LIE THERE ALL DAY, OR ARE YOU GOING TO HELP ME GET UNTIED?

NOW WHAT AM I GONNA DO? AAHZ IS DEAD. AND HIS LAST THOUGHT WAS FOR ME...

FRUMPLE! I OWE AAHZ THAT MUCH.

IT SHOULDN'T BE THAT TOUGH... HE'LL THINK I'M DEAD.

AFTER HIM, WHAT? ISSTVAN? I STILL OWE HIM FOR GARKIN.

AND IF I MANAGE TO FIX HIM WITHOUT GETTING KILLED, THEN WHAT?

WHY... I'LL DEVOTE MYSELF TO FIGHTING EVIL EVERYWHERE! I'LL SHOW AAHZ AND GARKIN THAT THEY DIDN'T DIE IN VAIN!

WHAT THE... A RAT! AN OMEN?

YES! I'LL USE THAT RAT TO SYMBOLIZE MY NEW LIFE!

TO STRIKE TERROR INTO THE HEARTS OF CRIMINALS! (A SUPERSTITIOUS, COWARDLY LOT!)

YES!! I WILL BECOME THE RATMA...

KID? KID... YOU AWAKE? QUIT FOOLING AROUND. YOU DIDN'T REALLY FAINT... SKEEVE? WAKE UP!

SKEEVE!

...UNTIE MY HANDS...

...SKEEVE!!

NOW?

I SAID NOT UNTIL THE LIGHTS HAVE BEEN OUT FOR A FULL HOUR.

NO, NO, I MEANT NOW THAT WE'VE GOT A MINUTE — WILL YOU ***PLEASE*** TELL ME WHY YOU'RE NOT DEAD?

OKAY, OKAY, HERE'S THE THING: THE NECK MUSCLES OF A ***PERVECT*** ARE MUCH STRONGER THAN A HUMAN'S. I CAN TENSE THEM UP ENOUGH SO THAT A NOOSE WON'T BREAK MY NECK.

THE ONLY THING A ***PERVECT***... OR ANY COMPETENT WIZARD, FOR THAT MATTER, HAS TO WORRY ABOUT IS ***FIRE***.

YOU MEAN JUST LIKE IN ALL THE OLD STORIES?

YOU GOT IT. AAAH... OKAY, I GUESS WE CAN MOVE OUT.

SO HOW ARE WE GOING TO GET IN?

THROUGH THE FRONT DOOR.

OH, I THOUGHT IT WOULD BE HARDER THAN ***THAT***.

WHO SAID IT WAS GOING TO BE EASY? CHECK FOR MAGIK.

OH... OKAY... ***AAHZ!***

THERE'S A... A GLOWING ***CAGE*** AROUND THE WHOLE BUILDING! WHAT ***IS*** IT?

I WAS AFRAID OF THAT. IT'S CALLED A ***WARD*** AND ***FRUMPLE*** PLAYS FOR KEEPS. PURPLE MEANS THAT NOT ONLY WILL IT KILL YOU, BUT IT'LL KNOCK YOU INTO PIECES SMALLER THAN DUST.

IT'S CALLED DISINTEGRATION.

AND WE'RE GOING THROUGH ***THAT?!***

WHAT COLOR IS IT?

UM... KIND OF PURPLE.

WELL, AFTER A QUICK LESSON. REMEMBER YOUR LEVITATION DRILLS? HOW YOU WRAP YOUR MIND AROUND THE OBJECT YOU'RE TRYING TO CONTROL?

YEAH.

OKAY... NOW DO THE SAME THING, ONLY WITHOUT THE OBJECT. FORM THE ENERGIES INTO A TUBE.

...YEAH... NOW WHAT?

NOW INSERT THE TUBE BETWEEN THE BARS OF THE CAGE.

...AND?

NOW JUST EXPAND IT.

GOT IT?

THIS ISN'T AS EASY... IT'S ALMOST AS IF IT'S FIGHTING BACK...

...GOT IT!

LEAD THE WAY, APPRENTICE, I'M RIGHT BEHIND YOU.

GOOD WORK, APPRENTICE. YOU CAN COLLAPSE THE TUBE NOW.

OKAY — NOW GIVE ME A COUNT OF FOUR, THEN HIT THE LIGHTS.

GOT'CHA.

FWOMP

ZZZ... HUH? WHAT?

HELLO, *FRUMPLE*, REMEMBER US?

YOU?!! BUT YOU'RE *DEAD!*

DEAD? HOW COULD *ANY* HARM BEFALL US WITH OUR OLD PAL *FRUMPLE* HELPING US?

GENTLEMEN! THERE SEEMS TO HAVE BEEN A MISTAKE!

THAT'S RIGHT.

...AND YOU MADE IT.

HOLD ON A MINUTE, KID...

LOOK, *FRUMPLE*, RIGHT NOW WE'VE GOT BOTH THE ABILITY AND THE MOTIVE TO KILL YOU... AM I RIGHT?

BUT I *SWEAR...!*

OKAY, NOW THAT WE'VE GOT THAT SETTLED... LET'S TALK BUSINESS.

I... I DON'T UNDERSTAND.

YOU DON'T UNDERSTAND! I WAS SHOCKED AND HORRIFIED TO HEAR OF YOUR DEATHS!

YEAH, WE WEREN'T TOO THRILLED OURSELVES.

URK

AM I RIGHT?

RIGHT!!

CRASH!

WHAT I MEAN IS, WE WANT YOUR HELP MORE THAN WE WANT REVENGE.

OH YEAH?

AWK!

DON'T RELAX TOO MUCH THOUGH—IT WAS A TOUGH CHOICE!

SKREEK!

I— I SEE. WELL. WHAT CAN I DO FOR YOU?

C'MON, **FRUMPLE**... JUST HONOR OUR DEAL! YOU'VE GOT TO ADMIT WE LAID ONE **DEVA** OF A FALSE TRAIL FOR YOUR TWO FUGITIVES!

NOW IT'S **YOUR** TURN! JUST RESTORE MY POWERS, AND WE'LL BE OFF!

I CAN'T **DO** THAT.

WHAT?! NOW **LOOK** YOU DOUBLE-DEALER...! EITHER YOU RESTORE MY POWERS OR...

YOU DON'T UNDERSTAND! I DON'T MEAN I WON'T RESTORE YOUR POWERS ...I MEAN I **CAN'T!**

I DON'T **KNOW** WHAT **GARKIN** DID TO YOU, OR HOW TO REVERSE IT. **THAT'S** WHY I SET YOU UP! I DIDN'T THINK YOU'D BELIEVE ME.

I'M SORRY, I REALLY AM, AND I KNOW YOU'LL PROBABLY KILL ME... BUT I CAN'T HELP YOU.

YOU CAN'T RESTORE MY POWERS.

DOES THIS MEAN WE CAN KILL HIM AFTER ALL?

YOU'RE A RATHER VICIOUS CHILD. SO WHAT'S A *PERVECT* DOING TRAVELING WITH A *KLAHD* ANYWAY?

WHO'S A CLOD?!!

ZOK!

HACK -AK -AK!

EASY KID. NOTHING PERSONAL. *EVERYONE* WHO'S A NATIVE TO THIS DIMENSION IS A *KLAHD*. KLAH... *KLAHDS*. GET IT?

WELL I DON'T LIKE IT.

GLAF!! HURP! HAUP!

RELAX, KID. WHAT'S IN A NAME?

THEN IT DOESN'T MATTER WHETHER PEOPLE CALL YOU PER*VERT* OR PER*VECT*?

SHADDAP.

BLOORK! GORK·GORK·GOR

UHHH... KID?

OH.. RIGHT.

VORP

CRASH!

YAAAAAAAAAAAAAAAGGG!!

LOOK. IF YOU'RE GOING TO ARGUE, COULD YOU *PLEASE* DO IT OUTSIDE?

CAN WE KILL HIM *AAHZ*?

EASE UP, KID. JUST BECAUSE HE CAN'T RESTORE MY POWERS DOESN'T MEAN HE'S *TOTALLY* USELESS!

I'M SURE HE'D BE ***MORE*** THAN HAPPY TO HELP US, PARTICULARLY AFTER HE FAILED TO PAY UP ON OUR LAST DEAL...

...RIGHT, ***FRUMPLE?***

OH, ***DEFINITELY!*** —***ANYTHING*** TO MAKE UP FOR THE INCONVENIENCE!

INCONVENIENCE?

AAUUGGHH!!

HEY KID, C'MERE!

GENTLEMEN... I COULD PROBABLY HELP YOU BETTER IF I KNEW WHAT YOU WANTED.

CHILL OUT, KID. WELL, ***FRUMPLE***, YOU CAN START BY RETURNING OUR STUFF.

I'LL CHECK IT OUT.

AK... BIG CHEST... AGAINST... ...WALL...

OUR THINGS...?

—AND ALOT MORE INTEREST-ING STUFF BESIDES.

TRUE ENOUGH, ***FRUMPLE.*** IT OCCURS TO ME THAT WE HAVEN'T BEEN ENTIRELY OPEN WITH YOU. THAT WILL HAVE TO BE CORRECTED IF WE ARE TO BECOME ALLIES.

ALLIES?!! HE TRIED TO ***KILL*** US AND YOU WANT TO ***TRUST*** HIM?!

LOOK, KID, HE TRIED TO KILL US TO PROTECT HIMSELF, RIGHT?

WELL...

SO ONCE WE EXPLAIN IT'S IN HIS OWN SELF INTEREST TO HELP US, HE SHOULD BE COMPLETELY TRUSTWORTHY.

OH REALLY?

HALWK!

WELL, AS TRUSTWORTHY AS ANY **DEVEEL** CAN BE...

HOLD ON THERE, **PERVERT**, IF YOU WANT MY HELP, YOU'LL...

SHADDAP AND **LISTEN, FRUMPLE.**

DOES THE NAME **ISSTVAN** MEAN ANYTHING TO YOU?

NO, SHOULD IT?

IT SHOULD IF YOU WANT TO STAY ALIVE. HE'S A MAD-MAN MAGICIAN WHO'S TRY-ING TO TAKE OVER THE DIMENSIONS...

...STARTING WITH THIS ONE.

WHY SHOULD THAT CONCERN ME? WE **DEVEELS** TRADE WITH ANYONE WHO CAN PAY THE PRICE.

IF WE ONLY TRAD-ED WITH **SANE** BE-INGS, IT WOULD CUT OUR BUSINESS BY A THIRD— AT **LEAST.**

WELL YOU'D BETTER CONCERN YOURSELF ***THIS*** TIME. YOU DON'T SEEM TO UNDERSTAND. ***ISSTVAN*** IS ***STARTING*** WITH THIS DIMENSION— HE'S OUT TO GET A MONOPOLY ON ***KLAH'S*** ENERGIES TO USE ON ***OTHER*** DIMENSIONS.

TO DO THAT, HE'LL KILL ***ANYBODY*** ELSE IN THIS DIMENSION WHO KNOWS HOW TO TAP THOSE ENERGIES. HE'S NOT ***BIG*** ON ***SHARING.***

HMMM. INTERESTING THEORY, BUT WHERE'S THE PROOF? WHO'S HE KILLED?

GARKIN, FOR ONE.

THAT'S RIGHT— YOU WANTED TO KNOW WHY WE'RE TRAVELLING TOGETHER. ***SKEEVE*** HERE WAS ***GARKIN'S*** APPRENTICE BEFORE ***ISSTVAN'S*** ASSASSINS GOT TO HIM.

GARKIN'S APPRENTICE! NO WONDER YOU SURVIVED!

SAY... WAITAMINUTE... ASSASSINS?

THEY WOULDN'T'VE BEEN THE TWO I TELEPORTED THE OTHER DAY, WOULD THEY?

THAT'S RIGHT, AND HERE'S THE KICKER...

HE'S ARMING THEM WITH OFF-DIMENSION WEAPONS. LOOK AT THIS QUARREL.

HUMMMM... A MODIFIED **HOOD/QUEEN ARMOR** CLASS 5... GOOD CAMOUFLAGE JOB... ARCHIAH MANUFACTURE, NO DOUBT ABOUT IT. TOTALLY UNETHICAL. AND NASTY, TO BOOT.

THIS **IS** TROUBLE.

NOW DO YOU SEE WHY ENLISTING YOUR AID TAKES PRIORITY OVER THE PLEASURE OF STRETCHING YOUR NECK?

WE!

I SEE YOUR POINT... **GARKIN**, EH? MOST CONVINCING. BUT WHAT CAN I DO?

UM... I CAN'T THINK OF ANYTHING JUST OFF HAND. I HAVEN'T BEEN STOCKING WEAPONS LATELY... NO CALL FOR THEM IN THIS DIMENSION.

YOU TELL US. **DEVEELS** ARE SUPPOSED TO HAVE WONDERS FOR EVERY OCCASION. WHAT'VE YOU GOT THAT'LL GIVE US THE EDGE OVER A MADMAN THAT KNOWS HIS MAGIK?

TERRIFIC.

CAN WE KILL HIM NOW, **AAHZ**?

SAY, COULD YOU PUT A MUZZLE ON HIM? WHAT **IS** YOUR PROBLEM ANYWAY?

I DON'T TAKE WELL TO BEING STRUNG UP!

OH THAT? YOU'LL GET USED TO IT IF YOU KEEP PRACTICING MAGIK.

IT'S BEING BURNED THAT'S REALLY A PAIN.

POP

CRASH!

BURNED! THAT'S IT! I CAN SEND YOU TO THE BAZAAR!

THE BAZAAR?

THE BAZAAR ON DEVA! IF YOU CAN'T FIND IT THERE, IT DOESN'T EXIST! WHY DIDN'T I THINK OF THAT BEFORE?!

NOW, I KNOW YOU'RE IN A HURRY, SO I'LL JUST GET YOU STARTED...

NOT SO FAST, FRUMPLE, WE WANT A GUARANTEE THAT THIS'LL BE A ROUND-TRIP YOU'RE SENDING US ON.

WHY, MY DEAR AAH2, WHATEVER DO YOU MEAN?

SIMPLE-- YOU TRIED TO GET RID OF US ONCE. AND DESPITE EVERYTHING WE'VE TOLD YOU, YOU MIGHT BE TEMPTED TO SHUNT US OFF TO SOME BACKWATER DIMENSION WITH NO WAY TO GET BACK.

BUT I GAVE YOU MY WORD...

WE DON'T WANT YOUR WORD, WE WANT YOUR PRESENSE.

MY W-WHAT...?

WHERE WE GO— YOU GO. YOU'RE COMING WITH US.

JUST TO BE SURE WE GET BACK.

YOU DON'T KNOW WHAT THEY'LL DO TO ME IF I GO BACK!

ALL YOU CAN DO IS KILL ME!!

WAIT!! I'VE GOT IT!!

NO!! I CAN'T DO THAT!! I'VE BEEN BANNED FROM DEVA!

AT LEAST THE KID'LL BE HAPPY...

whee!

JEDI

NOW HOLD ON A MINUTE... I KNOW IT'S IN HERE—

-HA!

A... A D-HOPPER? A REAL D-HOPPER? I HAVEN'T SEEN ONE OF THOSE IN... IN...

I GET THE IDEA. GOOD ENOUGH?

WHAT'S A D-HOPPER, **AAHZ?**

AN EXAMPLE OF ***PRIMEWORLD*** TECHNOLOGY, APPRENTICE.

DEPENDING ON WHICH DIMENSION YOU WANT TO GO TO, YOU JUST ALIGN THESE SYMBOLS AND PUSH THE BUTTON.

C'MON, KID, LET'S GO.

HEY!! NOT SO FAST!

WE HAVEN'T SETTLED ON A PRICE FOR THAT YET!

PRICE?!!

YOU ***DO*** STILL OWE US FROM OUR ***LAST*** DEAL.

TRUE, BUT AS YOU POINTED OUT, D-HOPPERS ARE RARE, REAL COLLECTORS ITEMS! IT'S ONLY FAIR WE RENEGOTIATE.

FRUMPLE, WE'RE IN A HURRY. I'LL TELL YOU WHAT WE'RE WILLING TO RELINQUISH ABOVE AND BEYOND OUR ORIGINAL DEAL, AND YOU CAN TAKE IT OR LEAVE IT, OKAY?

LET'S HEAR IT!

YOUR LIFE.

OH.

UMM, YES, THAT SHOULD, AH, BE AN ACCEPTABLE PRICE.

I'M SURPRIZED AT YOU, ***FRUMPLE***, LETTING A COLLECTORS ITEM GO SO CHEAPLY.

C'MON, KID, LET'S GET MOVING.

SAY, AAHZ, HOW LONG DOES IT TAKE TO TRAVEL BETWEEN DIMENSIONS?

NOT LONG...

CLICK

NEW BUK MUKJU

STOP AT!

... NOT LONG AT ALL..

DIRECTORY
annex - 282069
dept - TRSNMKC
level - BRNZRN
HOUSEWARES
WOMENS LENGERIE
DO WE HAVE IT?

NEXT ISSUE:
OUR HEROES SELL THEMSELVES SHORT
-OR-
WHOLESALE VIOLENCE!

Myth PRINTS

WARP GRAPHICS,
2 RENO ROAD,
POUGHKEEPSIE, NY 12603.

I would like to send you some encouragement, since I find the general trend of WaRP Graphics publications very good reading indeed. In fantasy comics I am most often put off by the shallow story and the more or less horrible or even sickly subjects. I can read horror fiction as well as the next woman but not all the time, please. WaRP puts out stories not only in my preferred line of choice, but also with a well told and coherent story combined with expressive and pleasing artwork. In fact, only with WaRP do I get the feeling of sitting down with a good book, when I sit down with a comic. I had some reservations about **MYTHADVENTURES**, since it looked more like a "comic" instead of a "book," but it turned out to be just a difference in style, not in quality.

As for supporting you by buying your things, I am willing to buy even more than these three stories, should other artists be inspired to produce something in the same line, and provided you manage to uphold the same level of quality. I liked **THIEVES' WORLD** very much and might buy a graphic version, though I can't really picture it in the same style as **MYTHADVENTURES**; I can't quite see it as a comical story, but please keep looking for people who are willing to create novels in graphic form.

Eva Streibig-Pedersen
Lyngby, Denmark

***** **As I have said often, if not terribly loud, we're looking for a few good pens. And the inkers to use them. And the pencillers to use them over. And the scripters too... Well, you get the idea. But as I've also said, make it good. WaRP Graphics already has a nearly full production schedule for 1985 - there are few slots left to fill and I'm looking for the best.**

I just finished reading **MYTHADVENTURES #3**. Fantastic, as usual. I really can't spaz out, because I know the storyline, having read **Another Fine Myth**. Anyhow, general comments. That whole sequence on page 9 was not in the original book. I conclude by saying that it's there solely for the purpose of the line: "Wait! The PRESERVER spell!!" Uh huh... Look guys, which story are we doing anyway? I mean, OK, Quigley wasn't covered in goop, but the basic effect is the same. He's preserved until otherwise awakened. (Actually, I kinda like the cross-references. Makes me feel cozy now that **ELFQUEST** is done.)

Beth Glover
Queens, NY

***** **Now, I know that between Messrs. Asprin and Foglio there has been a certain, unavoidable amount of EQitis showing up here and there (note page 6, panel 1 this issue) - no respect, these guys - but that particular bit of playfulness I couldn't attest to. However, I wouldn't be surprised... On the subject of the new Myth material that appears from time to time in the comic, Bob and Phil work together to adapt the novels into graphic form. Sometimes a scene just begs to be reworked, or a new scene added, for maximum effect. (That's why it's such a good idea to buy both the novels and the comics, so we can all become wealthy - I mean, so you can enjoy so much more!)**

I have been a fan of WaRP Graphics for a while, but I am writing to Myth Prints because it is soooob good (not that **ELFQUEST** and **A DISTANT SOIL** aren't as good, because they are). Not having read Robert Asprin's Myth books, I purchased the first issues because of the quality of all of the tales that WaRP produces, and I like Master Foglio's descriptive but seemingly simple artwork.

The current problem (?) with the storyline is that Aahz knows he is dealing with a Deveel, and therefore should be suspicious of such an easy sounding assignment. After all, Aahz keeps insisting that he's pervect!

Now I have a few questions to ask the Distinguished (if motley) Crew:

Was the demon created by Aahz-mosis?
Does the apprentice have anything up his Skeeve?
Does a war unicorn get horny before battle?
Mr. Foglio, is the road to fame an up-Phil climb?
And finally, when are you people going to put together the Official **MYTHADVENTURES** Fan Club?

Robert J. Harland, Jr.
no address on letter

***** **After those questions, fellah, you were wise not to include your address. We have ways of dealing with humor like that. Fan Club? What Fan Club?**

"Heroes to assassinate," huh? Amusing. Kind of. By the way, if Phil does a series of drawings of harbors, would that be a "Foglio Port Portfolio?"

Tom Struck
Tucson, AZ

***** **Whereas Tom, here, will be getting a visit from the Imps Guild Local 666 in Tucson.**

This is one of those "put pressure on Phil to do **MYTHADVENTURES** more often" letters. I've heard an artist say that if you are good enough, the audience will wait for you. Wendy is certainly good enough. So is Colleen Doran. Phil Foglio is a wonderful cartoonist, but his art lacks the refinement and attention to detail that is demonstrated in the work of those two ladies. It is very hard to maintain a high level of interest in a comic that is published so rarely, especially when one is already familiar with the story. Incidentally, the artist I mentioned earlier is Scott Hampton. Perhaps you remember the fate of **SILVERHEELS**?

Charles Van Meter
no address on letter

We all understand (or at least some of us do) the feelings Mr. Foglio has at doing **MYTHADVENTURES** bimonthly. Why not instead keep the magazine at its present format. Then maybe, every fourth issue, you guys could give us an extra edition, an annual perhaps. In such an issue I would like to see Phil's own story of how Aahz became so fright inspiring. Also, let's hurry up and get to the Bazaar!

Jeff Moss
Oneonta, AL

***** **How about the end of this issue - soon enough for you? Regarding "annual" type issues, what we have been kicking around is the idea that, after the first Myth novel has been adapted (which will be in eight issues), and rather than go directly into the next novel, Bob and Phil will create a totally new story that will run for four issues in between. Even if you've read all the published Myth books, you won't have seen this new material. Stay with us!**

You must be tired of praise by now, but I have to add one more to the pile. This one is for **MYTHADVENTURES**. It is a remarkably fun production to read. Phil Foglio's art is marvelous. Keep it in black and white. Color would only detract from the art. Not that your colors aren't good; the color **ELFQUEST** books were gorgeous but I preferred the impact the black and white had. You are using the textured blacks to indicate color and shading. This really eliminates the need for color where I am concerned. Besides, why should you have to look the same as other companies? Your books are superior to most on the market; they deserve a different look.

Collector's Comics
Wantaugh, NY

***** **We like it. This is not to say WaRP won't experiment with color where we think it'll be interesting.**

Several months ago I went through an extended period of unemployment, and had to make drastic cuts in my monthly comic allotment. When I got done, I realized that most of the stuff I was buying was "crap" (bad word - let's substitute "sub-standard") - and most of it was from two major comics companies. What I was left with was titles that I would not give up no matter what - and three of them belong to your company. I got on this stint because Aardvark-Vanaheim published an apology in a recent **CEREBUS** concerning a price increase. I told them what I tell you now - never, **ever**, EVER apologize for doing what you have to do in order to maintain a top-quality product. **ELFQUEST**, **A DISTANT SOIL**, and **MYTHADVENTURES** are worth much more than the cover price because of their quality - and doing a good job demands no apology.

Danny M. Davids
Colorado Springs, CO

***** **We also had a letter from Wayne Weaver, Jr., of Haleyville, AL, who wrote into tell us of problems that he has had and continues to have in finding not only MYTHADVENTURES, but also other WaRP Graphics titles as well in his area. He went on to list a number of current science fiction and fantasy paperbacks (among which were the Myth and Thieves' World books) that were also difficult if not impossible to find.**

I can't emphasize it enough: if you are having trouble finding any of our comics titles where you live, or especially if your local direct sale shop doesn't carry our magazines, first of all, LET THE STORE OWNER KNOW WHAT YOU WANT! This individual may not like WaRP Graphics magazines, but he will order them if he knows he can sell them. Second, if the store owner says, "Well, I order them but they never get shipped," tell him to write directly to me (Richard Pini). If there is a problem in the flow of comics from our presses to your hands, I want to know about it and correct it - yesterday! Third, tell everyone you know who may be in the same boat as you to follow steps one and two above, repeatedly, until you are satisfied.

The direct sale comics market is a very competitive one. Magazines can die for lack of sales, and sometimes good comics do die because of an unnecessary foul-up somewhere between here and there. It takes only a few voices to be heard if you can't find your favorite title in a shop. You've got power. Use it.

I'd like to join the **MYTHADVENTURES** Fan Club if there is one. When will we get the info about it? Because when I joined the **ELFQUEST** Fan Club I found myself caught up in something I will always enjoy being in!

Katrina Hodge
Fort Worth, TX

I think a Fan Club would be a great idea and I'm sure that Phil can find someone to foist the work off onto (I am not volunteering myself).

Steven Keith Tait
Ames, IA

I would love to join a Fan Club (but don't put a Deveel in charge of membership rates!).

Mike Bourke
N.S.W., Australia

***** **WHAT FAN CLUB?!?!**

***** **Next issue: The Bazaar at Deva - what more can we possibly say? See you in 90!**

SPECIAL REMINDER - Don't forget to fill out the 1984 Fan Awards Ballot on page 27! SPECIAL REMINDER #2 - WaRP comics may not look like all the rest, but they're eligible... so keep us in mind!

Krumple